

2010 Capital City Challenge Rules

Eligibility - Competition is open to all sworn Law Enforcement Officers who are authorized to ride a police motorcycle through their department.

Rules Committee - A Rules Committee will be established to settle all disputes that may arise during the competition. The Rules committee will be comprised of five members. All disputes submitted to the Rules Committee will be discussed and a decision rendered. Majority rules. During any given dispute, no one on the committee will be from the agency involved in the dispute. A representative from the agency involved may be involved in any discussions leading up to a vote, but may not cast a vote to resolve the dispute.

General Rules - Riders must compete on a police motorcycle of at least 1000 cc's that is equipped in the normal deployment configuration as delivered from the factory. This would include lights, saddlebag rails, and engine guards (AKA "crash bars")

Riders must compete wearing the appropriate uniform normally worn on duty.

All riders must wear a helmet, properly fastened while on the courses, including practice.

Prior to entering an event, a rider or team will be allowed five minutes to repair or replace a motorcycle that is malfunctioning. Once a rider or team starts an event, excuses for breakdowns will not be allowed.

Points Assessment - Points will be added as 1second per point to the overall time and will be assessed as follows:

- 1 Point - Wheel crosses an established boundary line
- 1 Point - Touch a cone
- 2 Points - Knock down a cone
- 2 Points - Failure to complete an exercise, including not following the path of travel
- 5 Points - Put a foot down
- 10 Points - Drop the motorcycle
- 10 Points - Run out of a pattern (When both wheels cross the imaginary line between the center points of two adjacent cones where the motorcycle would not normally exit the pattern)

A maximum of 20 penalty points is allowed per run. Riders exceeding 20 points are not qualified to advance.

Bonus points will be awarded for each penalty free run by deducting 5 points from the overall time. An additional 5 points will be awarded for two penalty free runs, for a maximum of 15 bonus points.

Riders will be required to make a first timed run through a course of obstacles. Riders completing the first run, without going over the 20 penalty points, will then advance to a second timed run through a course of obstacles. The combined time from both runs with penalty points added and bonuses subtracted from each run will be the final score for that participant.

Should any two riders in awarded positions have a tie score, the tie will be broken by a second timed run.

Awards - Awards will be given up to five per division/per class for the main competition and the slow ride. The actual number of awards is dependent upon the number of riders in each division/class. Three awards will be provided for the Challenge Ride. Other awards may be given at the discretion of the Rodeo Committee.

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Divisions - There will be three divisions with three classes per division as follows:

- Division 1 - Harley Davidson with Faring
- Division 2 - Harley Davidson without Faring
- Division 3 - All other motorcycles meeting the defined criteria

Each division will have a Novice, Intermediate, and Expert class.

- **Novice** – Any rider who has competed in 3 or less police motorcycle competitions and has never placed individually in a motorcycle competition.
- **Intermediate**- Any rider who has placed individually in the novice division of a police motorcycle competition or has competed in 6 or less competitions.
- **Expert** - Any rider who has placed in the intermediate division of a police motorcycle competition or that does not meet the requirements for the novice or intermediate groups.

Any rider can choose to ride in a higher division than the one they are qualified for but can't go back down once they have chosen to move up.

Challenge Ride - The Fun Run will consist of an undisclosed course to be set up the designated day of the competition to test various riding skills.

Team Competition - Any agency with at least four participating riders is eligible for entry into the team competition. An agency may field more than one team, but an individual rider may only compete on one team. Team members must be determined prior to the start of the competition. Team scores will be determined by combining the member's individual scores. The team with the lowest cumulative score will be declared the winner. You may combine agency's to form a team.

Partner Ride - Two team members will compete on a pre-determined course, tethered together for time. The top three teams will receive awards.

Individual Slow Ride - This competition will be open to all participating riders and will not be separated by Division or Class. Times starts when the front axle crosses the start line, and ends when:

- Riders rear axle crosses the finish line
- The motorcycle crosses any boundary line or touches an obstacle
- The rider puts a foot down
- The rider drops the motorcycle

Ties will be resolved by a second run between tied riders.

Mr. Rodeo- To determine the best overall rider the following will occur. The scoring committee will take your overall un-timed/timed run penalty points and add that to your overall time. The committee will then deduct any bonus points. The Challenge time will be added to your overall time and the final overall time will determine Mr. Rodeo.

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Team Slow Ride - The object of this competition is for all team riders to complete the course as slowly as possible without putting a foot down, dropping the motorcycle, leaving the course, or hitting an obstacle. This will be a relay competition and will be conducted as follows:

- Riders #1 and #3 will start at one end, while riders #2 and #4 start at the opposite end.
- On the judge's command, rider #1 will lift his/her foot and travel the course as slowly as possible.
- At each end of the course, will be a two-foot transfer box. All rider exchanges will take place within the transfer box.
- When rider # 1's front wheel enters the transfer box, rider # 2 must raise his/her foot and enter the transfer box with his/her front wheel inside the transfer box before rider # 1's front axle crosses the exit line. Rider # 2 then proceeds to the opposite end of the course, and completes a transfer with rider # 3.
- During the transfer process, when the entering rider's wheel enters the box, and he/she becomes the active rider.
- Riders # 3 and # 4 proceed as listed in 4 and 5 above.

The judge will STOP and RECORD the time for the TEAM when:—Rider #4's rear axle crosses the finish line

- The active rider puts a foot down
- The active rider crosses a boundary or puts a foot down
- The transferring rider fails to enter the transfer box on time
- The active rider drops the motorcycle.

A team may consist of any four riders, regardless of agency, and a rider may compete in this event without having competed in any other event. In the event of a tie, one rider from each tied team will do an individual slow ride to determine the winner.

Judging - The Rodeo Committee duties will consist of:

- Official Score Keeper
- Supervise Judges
- Mediate Scoring Disputes

If any rider disagrees with his/her score, he/she must notify the Rodeo Committee immediately. If the dispute cannot be settled by the Rodeo Committee, the dispute will be referred to the Rules Committee for disposition. The decision of the Rules Committee is final.

Conduct - All persons involved in the competition will be expected to maintain professional conduct. Anyone who displays or engages in unprofessional conduct, as determined by the Rodeo Committee, may be warned, disqualified, or ejected from the competition.